







**Book Title: Animal Farm**

Author: George Orwell

Grade Level: 6-12

Brief Plot Synopsis: A group of farm animals get sick and tired of working for humans. They decide to run the farm themselves, but they find out it's a lot harder than they thought.

| Object to Be Used  | What part/page of the story does it apply to?  | What are possible learning objectives?   |
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| Pipe cleaner, curled<br>               | To represent animals on the farm   | <b>Visual skills, auditory skills, motor skills, communication skills, academic skills</b><br><br><u>Motor:</u> Student can reach for/feel the pipe cleaner and make it bounce.<br><u>Academic:</u> Student can name all the animals they encounter throughout the book.   |
| Paper and pencil<br>                   | -When the animals make a list of farm rules.<br>-When an animal breaks the rules   | <u>Motor/Academic/Communication:</u> Student can reach for/feel the paper and pencil. Depending on the child's abilities, they can write practice writing vocabulary words from the book. Teacher may also have the students make a list of rules for the classroom.   |
| Vegetables (potato, carrot, etc.)<br> | -When the animals assign jobs<br>-When the animals grow and collect food<br>-When the animals are hungry and have no food                  | <u>Motor:</u> Student may reach for/feel the vegetables, noting their attributes.<br><u>Communication:</u> Allergies permitting, student may taste the different vegetables and comment on whether or not they liked them.   |
| Project core "NOT" symbol<br>        | -When the animals and farmer's fight<br>-When Snowball and Napoleon fight<br>-the farm has changed, the pigs are mean, and have no friends | <u>Motor:</u> Student can reach for/feel the "not" symbol.   |
| Band-Aid<br>                        | -When the animals get hurt and sick  | <u>Motor:</u> Student can reach for/feel the band aid.   |
| Fan<br>                             | -When the animals build a windmill (twice)<br>-When the windmill gets broken (twice)   | <u>Motor/Communication:</u> Student can use a switch to turn the fan on and off, or request "on" and "off" using words, sign language, pictures, etc. Student can feel the wind on their face.<br><u>Auditory:</u> Student can listen to the sound of the fan blowing air<br><u>Visual:</u> Student can feel/watch the fan blow air.<br><u>Academic:</u> Student can experiment with wind from the fan, making various items move. Students can also create their own windmills <a href="#">here</a> . |

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